Anastasiya Kudasheva

iOS Software Developer

⊙ Saint Petersburg,

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DETAILS

Education
Saint Petersburg State University of Aerospace Instrumentation

Links
t.me/anakud
anakud.github.io/

Tech stack
UIKit \ SnapKit \ SwiftUI
URLSession \ Alamofire
CoreData
AVFoundation
CoreML \ Vision
CoreMotion
WatchKit
Unit tests \ UITests

Soft skills
Agile
TDD
CI
AppStore Release

Interests
Videogames, snorkling

As iOS Software Engineer, I prioritize delivering excellent results and continuously improving the products I work on. I believe that a better product leads to business growth, which in turn presents more exciting and challenging tasks that require efficient solutions. My aim is to develop innovative and high-quality iOS applications that assist businesses in attracting new users.

WORK EXPERIENCE

iOS Software Engineer
KoronaPay, from May 2021

1. As iOS software engineer, I am involved in various aspects of the development process. I not only write code and perform code reviews, but also participate in analyzing and finalizing requirements with the team. Additionally, I assist with testing by creating mockups, writing UI tests, and providing feedback on feature implementation.

2. I am also involved in the release of new features, such as creating MVPs for new user scenarios and refining existing scenarios. Furthermore, I am responsible for investigating bugs and resolving flaky UI tests, as well as performing technical tasks such as analyzing code for areas of improvement and implementing refactoring plans. Lastly, I develop technical documentation and refine processes to ensure the team is working as efficiently as possible.

3. I am also engaged in training and mentoring colleagues. I have trained interns in iOS development by conducting lectures, seminars, and checking homework. I have also trained the team's testers in writing auto-tests. When necessary, I help other developers write code if I am the code owner or if the business scenario is familiar to me. Lastly, I have adopted new release engineers and provided explanations on release activities to ensure a smooth transition.

4. Beyond development tasks, I participate in the company's HR brand by sharing my experience in iOS development through meetups and presentations. I also help with organizing meetups. You can learn more about my public appearances at https://anakud.github.io/media.

5. Lastly, I have successfully released an application in the App Store.

Xcode   Git   TeamCity   Lucid   Confluence   Jira

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WORK EXPERIENCE

Mentor on the course "iOS Development"
Yandex.Practicum, from November 2022

As Experienced iOS Developer, I enjoy helping beginners in the field. To this end, I engage in the following activities:

1. I provide answers to any questions that students may have while studying iOS development. My aim is to help them grasp complex concepts and technical terms.
2. I conduct workshops on large blocks of topics to help students understand how to apply them in real-world scenarios. As part of the workshops, I suggest homework assignments to consolidate the material.
3. I strive to motivate future iOS developers and support their interest in the field. I encourage them to pursue their studies and development in this area.

Xcode   Freeform   AhaSlides

iOS Software Developer
Freelance, from March 2020

As iOS Software Engineer, I had been responsible for several important tasks:

1. Having written efficient, extensible, reusable, and secure code that met high standards of quality.
2. Having produced technical documentation, user instructions, and accompanying documentation to ensure the smooth and efficient operation of the software.
3. Having adapted existing methods and procedures to solve complex engineering problems.
4. Having collaborated with subcontractors, such as designers, analysts, testers, and managers, to ensure timely and effective delivery of the final product.

To learn more about my work and the apps I had developed, please visit my page at https://anakud.github.io/apps.

Xcode

6 years experience as Business Analyst in various companies

I using acquired skills in iOS development such as:
- diagramming and technical documentation writing
- requirements management
- organization of team work
- knowledge of statistics
- teaching other people